

POLE POSITION[®]



Premier Arcades[™]
by **Datasoft[®]**

GETTING STARTED

Turn off your computer, remove all cartridges, and connect a joystick to port #1. After following either set of instructions below, the game will load automatically.

REQUIREMENTS – Commodore 64™

- Commodore 64 Computer
- VIC-1541 disk drive
- TV set or video monitor
- Joystick

Diskette Loading

1. Turn on the power to your disk drive.
2. Insert the Pole Position diskette into the drive and close the drive door.
3. Now turn on the computer. When READY appears on the screen, type LOAD“*”,8,1 and press RETURN.

GAME CONTROLS AND INDICATORS

Select a Race or Practice Run by pressing f5.

Select Number of Laps you want in a race by pressing f3. All races have a 75 second (75") lap length for the first lap. You may select from one to eight laps. In each successive lap additional cars appear on the track. You will only begin a new lap if you finish the current lap within the allotted time. (60 seconds are added to your next lap time whenever you finish your previous lap ahead of the clock.)

Enter the Qualifying Race by pressing f1. The race will quickly begin once you have qualified.

The Starting Countdown is represented by circles of color in the middle of the screen. The countdown begins with red. Take off on the green light.

The Time Clock is at the top center of the screen, and counts down as you proceed with your laps.

To Change Optional Selections, press the RESTORE key.

Pause a Race by pressing the SPACE BAR. Resume the race by pressing the SPACE BAR again. A race may be paused for up to 45 minutes.

CONTROLLING YOUR RACE CAR

Steer right or left by moving the joystick right or left.

Accelerate by pushing your joystick forward.

Slow down by pulling your joystick towards you.

Shift into high gear by pushing your joystick button. Shift into low gear by pushing the button a second time. A gear indicator in the right corner of the screen (second line) tells you when you are in high or low gear.

REQUIREMENTS – Atari® Home Computer Systems

- Atari Home Computer (48K)
- Compatible disk drive
- TV set or video monitor
- Joystick

Diskette Loading

1. Turn on the power to your TV or video monitor and disk drive #1.
2. When the red “drive busy” light turns off, insert the Pole Position diskette into the drive and close the drive door.
3. Now turn on the computer.

GAME CONTROLS AND INDICATORS

Select a Race or Practice Run by pressing OPTION.

Select Number of Laps you want in a race by pressing SELECT. All races have a 75 second (75") lap length for the first lap. You may select from one to eight laps.

In each successive lap additional cars appear on the track. You will only begin a new lap if you finish the current lap within the allotted time. (60 seconds are added to your next lap time whenever you finish your previous lap ahead of the clock.)

Enter the Qualifying Race by pressing START. The race will quickly begin once you have qualified.

The Starting Countdown is represented by circles of color in the middle of the screen. The countdown begins with red. Take off on the green light.

The Time Clock is at the top center of the screen, and counts down as you proceed with your laps.

To Change Optional Selections, press SYSTEM RESET.

Pause a Race by pressing the SPACE BAR. Resume the race by pressing the SPACE BAR again. A race may be paused for up to 45 minutes.

CONTROLLING YOUR RACE CAR

Steer right or left by moving the joystick right or left.

Shift into low gear by pushing your joystick forward. Shift into high gear by pulling your joystick towards you. A gear indicator in the right corner of the screen (second line) tells you when you are in high or low gear.

Brake by pressing the joystick button.

It's important to keep your car on the track. Driving off the track results in lost time and points. Remember not to go too fast around some turns. If you skid, your car will slow down and you will lose time. You will crash whenever you hit another car or a road sign. You have an unlimited number of cars until your time runs out.

PRACTICE RUN AND OTHER RACES

In addition to a practice run exercise, there are three different races you may enter, each with a different level of difficulty. It's a good idea to begin with the Practice Run exercise because you will be alone on the track and will be able to practice shifting, and learn how to accelerate and steer your car.

The easiest race is the Monaco Grand Prix which contains the least number of obstacles to look out for. The intermediate race is the Namco Speedway, and the Datasoft 500 is the most difficult race.

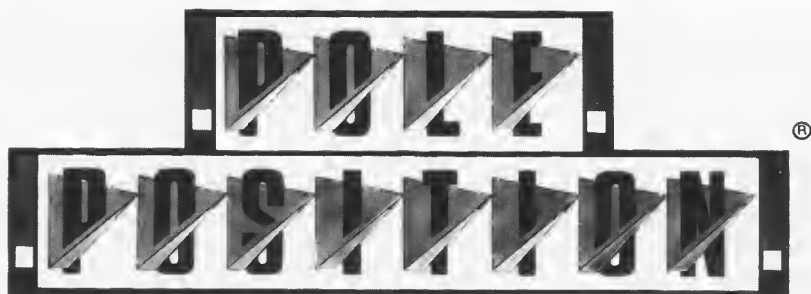
TO QUALIFY FOR A RACE

Before you can enter one of the three races, you must enter the qualifying run to obtain one of the eight starting positions. The qualifying run is 90 seconds long, but you must complete it within at least 73 seconds to qualify for a race.

SCORING

Qualifying Lap Times Per Starting Position and Corresponding Bonus:

Starting Position	Lap Time	Bonus	Starting Position	Lap Time	Bonus
1	58"00	4000	5	66"00	800
2	60"00	2000	6	68"00	600
3	62"00	1400	7	70"00	400
4	64"00	1000	8	73"00	200
Each five meters traveled			50		
Each car passed			50		
Each second left on time clock after reaching the checkered flag			200		



This arcade classic gives the player a chance to experience the thrills of high-performance auto racing. The excitement and spine-tingling danger are at their peak as you race against the clock and other drivers. Skill and endurance are put to the ultimate test on a race track built for the best drivers and the fastest Formula I race cars.

This challenging game from Datasoft allows practice runs and three different races, each with a different level of difficulty.

So capture the Pole Position, turbo-charge your way past the competition, and be the first to reach the checkered flag.

Datasoft®